

Getting Started

For those campers who have never used an Atari computer, or maybe never used a disk drive, you will need to present a basic introduction to the handling of equipment and diskettes. A review of this topic may be in order for most everyone. Once this is done, any of the following activities may be done at the beginning of camp in whatever order you like. (Also see BASIC curriculum, module 1, and PILOT curriculum.)

1. Campers should take turns playing one of the typing games available at camp. Both MASTER TYPE and TYPO ATTACK were sent in large quantities. This activity does not require an instructor's presence, but will require an introduction, and thus you may wish to use it as a "side attraction" while other activities are in progress.
2. Get the campers to run the PERSONAL program so that they might get acquainted with each other. This program can be found on the BASIC UTILITY DISKETTE. Instructions are included in this packet.
3. Teach campers (those who don't already know) how to format and write DOS to a blank diskette. They will need to do this before you can continue with the curriculum.
4. Show campers the library setup and explain the checkout system. Pass out the library cards. Stuff binders.
5. Give campers an early initial experience with the BANK STREET WRITER word processor so that they can begin to write letters home.

Other software that campers should get exposed to sometime during their stay at camp (during the teaching assistant workshops on Tuesdays) include the following:

PAINT
Home Filing Manager
Factory
Odell Lake (Elementary Biology)
Magic Melody Box
An Adventure game

Other items of interest for campers to be exposed to include:

Topo Robot
Alien Voice Synthesizer
Four Color Plotter
The camera for taking screen pictures.

INSTRUCTORS' INSTRUCTIONS FOR "PERSONAL"

Personal is actually three programs in one. Instructors will only use the second of these three to dump the campers data onto the main data disk and to load a random record for the MYSTERY PERSON program. Campers will use the other two to enter data and to search for their random person off of the main data disk.

RUNNING THE PERSONAL PROGRAM

1. Make sure the campers' computers and disk drives are all turned off.
2. Have them insert the ATARI BASIC Language Cartridge into the left-hand cartridge slot in the computer.
3. Campers should now turn on their disk drives. When the busy light goes out, have them open the disk drive door and insert the program diskette, with the label in the lower right-hand corner nearest them.
4. Have the campers turn their computers and T.V. sets on.
5. When the READY prompt appears on their T.V. screens, the campers should type RUN "D:PERSONAL" and press the RETURN key. The program will then load into computer memory and start.
6. The campers can now use the "PERSONAL" program by answering all of the questions with the appropriate answer, until the screen that says "THE END" appears.

USING THE DATA DUMP ROUTINE

1. After the campers have finished entering their data they will be instructed by the program to report to the instructor for an introduction to some new piece of software or hardware.
2. All of the computer screens should now read "THE END".
3. To start dumping the data for the room onto the main data disk, press the control and 's' keys at the same time.
4. You will be prompted to insert the data disk and press return twice. The program will then dump the campers data to the main data disk.
5. When "Finished" appears on the screen and the busy light

goes out remove the data disk from the drive.

6. Repeat steps 3,4, and 5 until finished with the room.

7. When you are finished with the room, press the control and 'e' keys at the same time. You will be prompted to insert the data disk and press RETURN twice.

8. Repeat step 7 until finished with the room.

USING MYSTERY PERSON

1. The first thing the camper should see is the MYSTERY PERSON title followed by the words "PRESS START". To continue from here the camper must press the start button.

2. The MYSTERY PERSON program will then begin by giving each camper his/her first clue.

3. When they think they have guessed the mystery person the camper should enter the mystery persons name and type RETURN.

4. At this point the program will either let the next camper guess who their mystery person is or it will congratulate them on their correct guess.

5. If after ten clues the campers have not guessed who thier mystery person is, the program will print thier name followed by their suspect's name. After a short time a new screen saying MYSTERY PERSON will appear.

6. Because some campers may finish before others, you may wish to have them play MYSTERY PERSON again by first inserting the data disk, then by pressing the control and 'c' keys at the same time. The computer will choose another mystery person off of the data disk.

7. To stop the program just have the campers turn the computers off.

HOW TO USE DATABASE

INTRODUCTION

DATABASE is a program that allows you to search the main disk database that was created with the PERSONAL program. With DATABASE you can either search the disks database or you can list it.

SEARCH DATABASE

1. Select SEARCH DATABASE from the MAIN MENU.
2. You should now be in the SEARCH DATABASE menu.
3. Position the cursor with the arrow keys, next to the headings you would like to search through.
4. Now type the asterisk '*' to tell the computer that this is one of the headings that is to search for.
5. Repeat steps 3 and 4 until you have finished making all of your selections.
6. At this point you may either continue by pressing the START button, or return to the MAIN MENU by pressing OPTION.
7. If you press START, the computer will ask you to enter the headings it is to search for, and then to type return.
8. After you type return you will be asked if you want the computer to search for your heading or everything but your heading. What this means is if you choose to have the computer search for your heading it will do just that, search for your heading. If you choose for the computer to search for everything but your heading, it will search through the database and only look for the information that doesn't match your heading.
9. The computer will repeat step 8 until you have entered all the information for the headings that you selected from steps 3 and 4.
10. The last menu will ask you if you would like to have the people who fit your description, printed out on the printer. Choose either print or don't print with the arrow keys and then press the START button to continue.
11. You should now see your description followed by the people who match it from the database.

LIST DATABASE

1. Select LIST DATABASE from the MAIN MENU.
2. You will see a menu that looks similar to the menu for SEARCH DATABASE. The difference between the two is that this menu only allows you to make one heading choice.
3. Choose one of the headings. This heading will be what the computer will search through later in the program.
4. The next screen lets you choose between one of the following: 1. Having the computer search the database for a single letter/number. 2. Having the computer search the database between two letters/numbers.
5. Enter the letters or numbers in the next section. If you want to erase your entry press the space-bar.
6. Next the computer will ask you if you want the information printed out on the printer. You may make your choice by first moving the cursor with the arrow keys then by pressing the start button to continue.
7. The computer will now search the database through the heading you chose in step 3. It will look for a match from the entry you made in step 5. If it finds a match it will list that person's information on either the printer, the screen, or both, depending on what you chose in step 6.

HOW TO USE DATALINK

DATALINK is a program that was created to join the many classroom database's into one main camp database.

1. To get started you will need two drives, the disks with the classroom database on them, and the DATABASE/DATALINK program disk which will be used to store the main database.
2. To run the DATALINK program, insert the DATABASE/DATALINK disk into drive #1. Now type RUN "D:DATALINK" then RETURN.
3. Remove the DATABASE/DATALINK disk from the disk drive and place the classroom database disk into drive #1, then press return. If the file CAMPER.DAT isn't on the disk the prompt "Insert the classroom database into drive #1" will repeat.
4. Now put the DATABASE/DATALINK disk that will hold the main database into drive #2 and press return. If there isn't a CAMPER.DAT file on this disk, the program will create its own.
5. The program will now transfer the CAMPER.DAT file from drive #1 to drive #2.
6. Next the prompt "Would you like to add another classrooms data (Y/N)" will appear. If you wish to stop now type 'N'. If you have more data to store in the main database then type 'Y'. The program will then repeat steps 2 through 5 until you have finished.

DATABASE STRUCTURE

The following is a brief explanation on how the database, "CAMPER.DAT" is structured.

CAMPER.DAT is a simple database. It is not alphabetized or indexed. It contains the information which was entered with the PERSONAL program in the same format. What this means is that the information for each person on the disk is arranged in the same way as it was entered. With the persons name first followed by there address, city, state, etc... This continues until you run out of data.

Database format

Name
Address
City
State
Zip
Age
Hair color
Eye color
Sex
Favorite color
Favorite singing group
Favorite song
Favorite movie
Favorite T.V. show
Favorite food
Favorite sport
Favorite game
Favorite animal

The following is a program that will allow you to list the database.

```
10 REM ***LIST DATABASE***
20 DIM TEMP$(30):REM Each record is 30 characters long
30 OPEN #1,4,0,"D:CAMPER.DAT":REM Open file for input
40 TRAP 80
45 REM Print database
50 INPUT #1;TEMP$:REM Input record
60 PRINT TEMP$:REM Print record
70 GOTO 50:REM Repeat until end of file
80 CLOSE #1:END:REM Close file
```